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DOCTOR WHO

16

BATTLES IN TIME

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GAMEPLAY DARING

This game of chance is all about the different decks.

STEP 1

PLAYER 1 VS PLAYER 2

Take out any duplicates and bonus cards, then shuffle the rest of the pack and deal 10 cards to each player.

The remaining cards will make up the draw pack for this game. Place them all face-down and turn over the top card.

Check out the deck of the face-up card and look at your cards to see if you have any cards of the same deck.

DECKS!

STEP 2

In this case the deck is monster. Player 1 must put down any monster card in their hand. Then player 2 plays a monster too if possible.

Continue playing monster cards until one player has none left. Whoever played the last card collects all the played cards as winnings.

If neither player can follow the deck, keep on turning over the top card of the draw pack until a playable deck comes up.

Whoever wins the cards should turn over the draw pack's top card and try to match the new deck.

STEP 3

Play continues like this until one of the players has run out of cards.

Any cards the other player is still holding must be discarded.

Both players now count up how many cards they have won.

TOP TIP!

Arrange your cards by deck so you can see how many of each you have!

DECK DOCTOR

By now you'll have some exciting new cards in your collection. Here's a closer look at some of the Annihilator cards...

ANNIHILATOR

COMMON CHARACTER CARDS

There are loads more character cards to collect. Keep your eyes peeled for some from the second Christmas special, 'The Runaway Bride'.

COMMON BONUS CARDS

The Annihilator set is packed full of even more powerful bonus cards. Use these to really mix up your gameplay!

RARE

These are a bit harder to track down, but they're well worth hunting for.

LOOK – IT'S MARTHA JONES!

15 RARE SHINIES TO COLLECT

SUPER-RARE

These are normally shiny, but look out for glow-in-the-dark or bumpies.

CAN YOU FIND ALL 6 SUPER-RARES?

ULTRA-RARE

Now there are four more amazing moving image bonus cards to find!

4 ULTRA-RARES TO TRACK DOWN

FAQS

1. How many cards are there in the Annihilator set?

There are 100 cards to collect.

2. Are these cards different from the Exterminator set?

The cards are just the same, and can be played in any game you play with your Exterminator cards.

CARD NUMBER

The new set runs straight on from the Exterminator set, so the card numbers go from 276 up to 375.

SET NUMBER

The first number is the card number within the Annihilator set, and the second is the total number of cards in the set.

3. How many cards come in a pack?

As you will have noticed, you now get a mixture of Exterminator and Annihilator cards in the pack that comes with your magazine. You get 12 cards in each pack, including two rare cards. But sometimes you might be lucky and find an extra super-rare or ultra-rare card.

WE PIT TWO OF THE COOLEST EXTERMINATOR

THE HOIX

MONSTER PROFILE

HEIGHT	1.80m
LIFE FORM	ALIEN
TEAMWORK	LOW
TECHNOLOGY	MODERATE

WHO IS IT? A snarling, gruesome alien with a taste for raw meat. The Doctor and Rose tracked him down to a deserted building in Woolwich, South East London.

WHAT'S IT LIKE? An ugly creature with sharp teeth and a long, pointy head. The Doctor used a pork chop to lure it, while Rose found the right liquid to stop it in its tracks!

WHAT'S IT GOOD AT? It sure can run, and was rather scary with strings of spittle hanging off its long sharp teeth. You wouldn't want to be its next meal!

THERE ARE LOADS MORE CARDS TO COLLECT FROM THE SAME EPISODE!

THE HOIX WINS ON
AGILITY:
5800 VS 4400
STAMINA:
5900 VS 4000
SPECIAL ABILITIES:
6300 VS 2000
FEAR FACTOR:
7700 VS 1500

TOTAL 4/5

THE HOIX

ELTON POPE

HERO PROFILE

HEIGHT	1.75m
LIFE FORM	HUMAN
TEAMWORK	MODERATE
TECHNOLOGY	LOW

WHO IS HE? Elton was fascinated by alien activity after meeting the Doctor as a child. As an adult, he became a founding member of 'LINDA', a group who wanted to track down the unusual Doctor.

WHAT'S HE LIKE? Fun-loving and a bit of a dreamer, Elton wasn't really the brightest, but he was loyal, and a good guy at heart.

WHAT'S HE GOOD AT? Not that much! He got close to Jackie while trying to find the Doctor, but it wasn't really down to his investigation skills. However, he was a nice guy – when he saw how lonely she was, he wanted to be her friend.

ELTON DRAWS ON INTELLIGENCE: 3900 VS 3900

HAVE YOU FOUND ANY ABZORBALOFF CARDS YET?

TOTAL 0/5

WINS!

FAQ EPISODE 15

NEW EARTH

The Doctor and Rose uncover a terrible secret that the treacherous Cat Nurses are hiding in New New York hospital...

Q Which episode is this?
The Doctor and Rose meet an old friend and an old enemy when they visit a hospital on New Earth. The place is staffed by Cat Nurses who are infecting human clones with diseases.

Q Who are the Cat Nurses?
They're a group of nuns called the Sisters of Plenitude who took a vow to heal the sick and dying.

Q What is the secret they are hiding?
They seem caring, but have been experimenting secretly on thousands of humans, infecting them with diseases as if they were lab rats. They believe that these experiments are for the good of mankind.

Q Why is Cassandra in the hospital?
She's hiding in the basement with her assistant, Chip, waiting for someone to use her psychograft machine on.

Q What's a psychograft machine?
It allows Cassandra to 'jump' into other people's bodies. She does this to Rose to take revenge for what happened when they first met.

Q How does the Doctor cure the 'Flesh'?
The hospital has cures to all known diseases in special IV bags. The Doctor mixes them all up into a cocktail to treat the diseased 'Flesh'.

Q And what happens to Cassandra?
She jumps into Chip's body, but he's dying. The Doctor takes her back in time to a party, and she dies in the arms of her former, more human self.

"You're completely mad. I can see why she likes you!"

FACE OF BOE!

Q Why is the Face of Boe there?
He's in the hospital because he's dying of old age. But the Doctor gives him a reason to live, and he recovers!

CURE THE SICK PEOPLE!

The diseased people are on the rampage – find some medicine quick!

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
2. Place your deck face down and put a counter on the start.
3. Draw the top card and use it to decide your route.
4. Discard your card. Now it's your friend's turn.

START

The pods are opening – quick run! But which way?

Check your middle power icon to find out...

Along the walkway the Cat Nurses are blocking your way.

Is your green Fear Factor higher than the red?

GREEN HIGHER

RED HIGHER

To the lift – the sick people are coming!

If your red Special Abilities score is over 5000, the lift comes.

BELOW 5000

OVER 5000

No lift coming – so up the stairs. The sick people are still chasing!

Is your red Agility above or below 3000?

BELOW 3000

ABOVE 3000

You're trapped in a dead end. They are reaching for you!

If you have a monster card, Chip appears and shows you a secret passage.

You manage to dodge them and jump in the lift.

Is your green Intelligence higher or lower than 4000?

MONSTER CARD

ALL OTHER CARDS

ABOVE 4000

BELOW 4000

At last you get to ward 26.

If your green Stamina is above 6000 you can hold the door shut to stop them.

BELOW 200

ABOVE 6000

BELOW 6000

You bump into Cassandra. She 'jumps' into your body!

Look at your card number to see what happens next...

You go down and find more sick people – you keep running.

Miss a go if both your Fear Factor scores are below 3000.

ABOVE 200

ABOVE 3000

COMMON

In a cupboard you find IV drips to cure the diseased people!

How rare is your card?

RARE

YOU WIN!

Congratulations!

You release the pouches in the lift, showering the 'Flesh' with medicine... one-by-one they're cured!

RACNOSS QUIZ

Think you are a Racnoss expert?

Q1. What particles did the Empress need to release her babies?

a) Ham particles
b) Huon particles
c) Human particles

Q2. Where exactly were the Racnoss babies stuck?

a) In Center Parcs
b) In the mud
c) In the centre of the Earth

Q3. Who was secretly working for the Racnoss Empress?

a) Captain Jack
b) Lance
c) Donna

Q4. What kind of remote control weapons did the Pilot Fish use?

a) Bauble bombs
b) Tinsel lasers
c) Poisonous snow

Q5. Under which London landmark was the Racnoss Empress' lair?

a) Tower Bridge
b) Thames Barrier
c) Buckingham Palace

Q6. How did the Empress die?

a) She drowned
b) She fell off a cliff
c) She was shot down by a tank

5 SPIDERY STEPS TO TAKE OVER THE WORLD!

1. Find a human who is bored of everyday life and wants more.
2. Get him to find a trusting person who will become the key to unlocking the Racnoss from their 'prison'.
3. He has to feed her bit-by-bit with Huon particles – maybe in a cup of coffee. This should take around six months.
4. Once she's full to bursting with Huon energy, get your robot slaves to kidnap her and bring her to your secret lair.
5. Activate the particles, purge every last one and wake up your hungry spider children, ready to feast on human flesh.

KEY PERSON

Even though they are deadly to humans, Lance spends six months filling Donna's coffee with Huon particles. Luckily, after the Empress uses her to wake up her children, Donna is left unaffected by them.

POWERFUL PARTICLES

The Doctor thinks the only remaining remnant of Huon energy is hidden deep inside the TARDIS, but the Empress has been making Huon particles using the river Thames.

WEBST

The Empress bolts of ele points. But missiles sho

16
RACN
AR
' ship can shoot
ctricity from its
it's vulnerable to
from normal tanks.

VOSS
SINISTER SPIDER!
The Empress of a race of ancient spider monsters tunnels to the centre of the Earth to rescue her starving babies, unless the Doctor can stop her...
RACNOSS ROBOTS
These remote-controlled robots blend in by wearing Santa outfits. Underneath they look like the cold killers they really are!
EYE-SPY!
The Racnoss Empress has six eyes in total, so you never quite know which way she is looking!
BIT
A lege
Dark
the R
bite i
poiso
POLICE BOX

TOP 10 RACNOSS FACTS

1. The Racnoss come from the Dark Times, billions of years ago.
2. They were hunted to exinction by the fledgling empires.
3. The Empress escaped death and hibernated at the edge of the universe.
4. The Racnoss are born starving.
5. The Racnoss are omnivores – they will eat anything, even whole planets!
6. They need the energy from Huon particles to attack and defend themselves.
7. Records from the Dark Times are unreliable, but Racnoss babies are believed to be up to 70cm wide.
8. The Racnoss Empress was shot down in her Webstar under the orders of Mr Saxon.
9. Racnoss webs are so strong they can easily hold a car.
10. The Racnoss are excellent climbers.

E ME!

nd from the
imes claims
cnoss Empress'
200 times more
ous than arsenic.

RACNOSS CARDS
Have you found any of these 'Runaway Bride' Annihilator cards yet?
372
BAUBLE BOMBS
BAUBLE BOMBS
346
LANCE BENNETT
AGILITY
STAMINA
SPECIAL ABILITIES
FEAR FACTOR
LANCE BENNETT
365
BIODAMPER
BIODAMPER
339
RACNOSS EMPRESS
AGILITY
STAMINA
RACNOSS EMPRESS
TURN TO PAGE 23 FOR THE ANSWERS OR THE RACNOSS WILL TRAP YOU IN HER WEB!

PLAGUE PANIC

When the Doctor lands in 1348, he doesn't realise the Black Death would be the least of his worries...

Written by: Claire Lister, Inks: Lee Sullivan, Colours: Alan Craddock.

JUST FOR ONCE I WAS HOPING THE LOCALS MIGHT BE FRIENDLY!
QUICK! IN HERE!
GET AWAY FROM US!
PLEASE DON'T HURT US!
IT'S OK, RELAX. DO WE REALLY LOOK AS THOUGH WE'LL HURT YOU?
IT'S HIM. HE'S EVIL!
NO, NO, NO, HE'S HERE TO HELP. JUST LIKE ME!
WELL, YOU DON'T LOOK AS THOUGH YOU'VE GOT THE PLAGUE... OR WHATEVER HAS GOT INTO THOSE MAD VILLAGERS...
THEY'RE NOT MAD, THEY JUST UPSET THE FAIRIES.
THEY WERE OUR PETS
FAIRIES!? BUT THEY DON'T EXIST. DO THEY?
WHAT COULD THEY REALLY BE? SURELY NOT ALIENS?
HOW LONG HAVE THEY BEEN HERE? AND WHY?
I WONDER IF THEY'RE SOME KIND OF PARASITE?
CAN YOU SHOW ME WHERE THESE ALIENS... I MEAN FAIRIES LIVE?

THIS IS THE FAIRY NEST...
WHIRRRR
LESS A NEST, MORE A TRANS-GALACTIC TOUR BUS.
AND JUDGING FROM THE ATOMIC STRUCTURE, I'D SAY YOUR FAIRIES ARE REALLY CALLED... ZEEROVER!
BUT WHY ARE THEY SO FAR FROM HOME? AND WHAT ARE THEY DOING TO THE PEOPLE? THEY'RE A RACE THAT EXISTS TO HEAL OTHERS—
HELP ME!
STOP! I COMMAND YOU TO LEAVE THAT MAN ALONE!
AARRGGHH!
QUICK! THIS WAY!

WAIT! I KNOW WHO YOU ARE. YOU'RE THE ZEEROVER. WHAT ARE YOU DOING HERE?
WE NEVER MEANT TO LAND HERE... WE RAN OUT OF FUEL... THE AIR IS POISONOUS TO US...
BUT IF WE USE HUMAN BODIES AS FILTERS, WE CAN SURVIVE. WE MUST FIND FUEL CELLS...
BUT EARTH TECHNOLOGY IS TOO PRIMITIVE AT THIS POINT IN HISTORY... LUCKILY FOR ME, MY BODY ONLY LOOKS HUMAN, SO YOU'RE NO THREAT TO ME.
WE'RE MAKING OUR HOSTS ILL, BUT HAVE NOWHERE TO GO... TRYING TO FIND NEW HOSTS... BUT NO-ONE VISITS THE VILLAGE BECAUSE OF THE PLAGUE... THEN THE DOCTOR CAME.
WELL, YOU'RE IN LUCK, HE'S NOT THE ONLY DOCTOR AROUND, AND THIS ONE MIGHT JUST BE ABLE TO FIND A CURE...
IF YOU'RE WILLING TO MAKE A DEAL, THAT IS.

WITH ALL THIS, I'M SURE I CAN PUT TOGETHER SOMETHING THAT CAN GET THEM TO THE NEAREST INTER-GALACTIC GARAGE!
I JUST NEED SOME STICKY TAPE...
...AND WHERE DID I PUT THAT KETTLE?

LATER...
HERE YOU GO, A FAIR SWAP. SINCE YOU'VE KEPT YOUR SIDE OF THE BARGAIN AND HEALED THIS LOT, HERE'S YOUR LOVELY NEW FUEL CELL.
OK, SO MAYBE IT'S NOT THAT LOVELY... AND POSSIBLY THE PARTS AREN'T ALL THAT NEW... BUT THERE'S ENOUGH ENERGY TO GET YOU OUT OF THIS PLACE.
THE END

BEHIND THE SCENES

The man in the iron mask...

EVEN CYBERMEN HAVE TO REST!

INSIDE A CYBER SUIT...

Ever dreamed of being as powerful as a Cyberman? Fantastic! But could you really cope with getting dressed each day?

Can you imagine what it's like to wear a Cyber suit? It's not just marching about, trying to take over the world. It's not even got much to do with upgrading anything. And unfortunately not everyone gets to be a Cyberman.

Paul Kasey, one of the men in steel, was used as the model for all the suits. The designers had already taken a cast of his body for the first series when he played several characters, including an Auton and a Slitheen, so they used it to size everything for the all-new Cybermen. This meant all the actors had to be the same height and build as Paul.

After getting through the audition and making sure the suit would fit, things didn't get much easier. You had to be pretty patient – it takes AGES to get dressed – it's a bit like putting a jigsaw together. And you need two people to get you into it all!

First of all you had to squeeze into a stretchy all-in-one with foam tubing all over it. The suit itself came in loads of different pieces that clipped together. Some bits, like the legs, were held up by a harness hidden under the costume. There were even 'cyber pants' that had to be put on after everything else.

Paul Kasey told us: 'Luckily a lot of the filming was done outside during the winter, so it wasn't too hot in the suit'. They took the helmets off between takes to cool down, but it got a little sweaty when filming scenes in a studio. Another problem was the helmets blocked off some vision to the sides, so all the Cybermen had special training from a choreographer to make sure they didn't bump into each other or anything else!

FIVE CRUCIAL CYBERMAN FACTS

1. Only 10 actors played the Cybermen.
2. The suits were made out of fibreglass, covered with a metal resin and polished to make it look like chrome.
3. When the actors had to sit down they took off their 'cyber pants' to make sure they didn't break them.
4. Luckily, the all-in-one body suits had a fly so the actors didn't have to take off the whole costume to go to the toilet!
5. The Cybermen didn't break any real windows – they used stunt windows that were thinner and easier to smash.

DID YOU KNOW?

The Cybermen's wrist guns didn't actually work. The close up filming was a robotic arm and the blasts were computer generated.

THE CYBER CONTROLLER'S BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

WEB OF DECEIT!

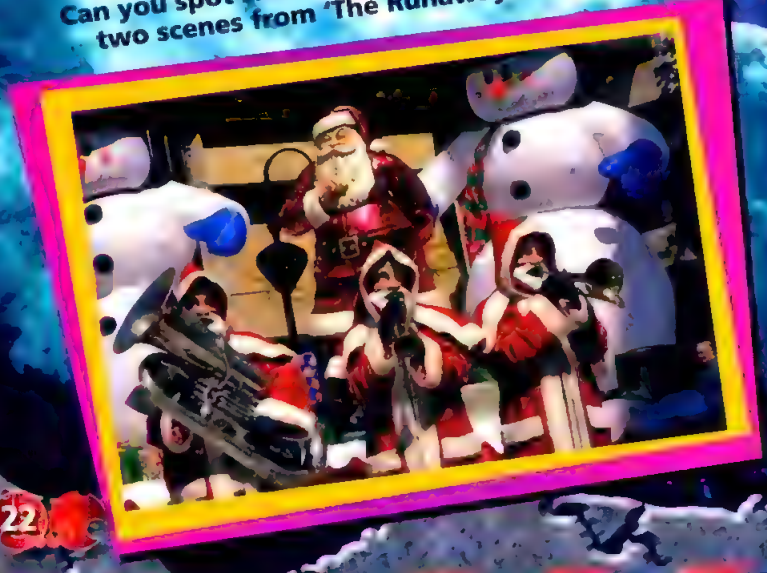
Use the code below to spiral around the web and work out the secret message. Get your maths skills in action to work out the answer to each sum and fill in the right letter from the code panel.

1 = C	7 = E
2 = S	8 = K
3 = H	9 = T
4 = N	10 = A
5 = R	11 = O
6 = B	

SPOT THE DIFFERENCE

Can you spot six differences between these two scenes from 'The Runaway Bride'?

ANSWER



WHO IS THAT?

Their faces have been wiped out and their names mixed up, but can you tell who is on these cards?

STICKY SITUATION!

The Empress has got some characters trapped. Can you work out who is attached to each web?

COMING IN ISSUE 17...

PUZZLE ANSWERS

RACNOSS QUIZ

Q1. b) Huon particles
Q2. c) In the centre of the Earth
Q3. b) Lance
Q4. a) Bauble bombs
Q5. b) Thames Barrier
Q6. c) She was shot down by a tank

SPOT THE DIFFERENCE

WHO IS THAT?

A. Donna Noble
B. Racnoss empress
C. Pilot fish
D. Lance Bennett

STICKY SITUATION

A. Moxx of Balhoon
B. Lance
C. Dalek
D. Donna

WEB OF DECEIT

The Racnoss are back

ZERO TO HERO!

Do you want to be one of the Doctor's heroic helpers? Answer these questions to find out who you're most like...

1 What are you most [illegible] of?

a Being left behind
b Being turned into a Cyberman
c Heights
d Running out of oxygen

2 What do you want to be when you're older?

a A doctor
b A journalist
c An adventurer
d The boss!

3 What kind of [illegible] are watching?

a Science fiction
b Medical dramas
c Documentaries
d Action movies

4 How would your friends describe you?

a Calm in a crisis
b Always reliable
c Able to cope with anything
d Heart's in the right place

5 What comes first for you?

a My pet dog
b My family
c My work
d Seeing new things

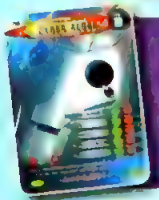
6 What would you do in the face of trouble?

a Join the enemy and fight them from within
b Remember my training
c Challenge the enemy face-on!
d Get my friends to help out

HOW DID YOU SCORE?

SCORE SHEET

1. a) 4 b) 1 c) 3 d) 2
2. a) 2 b) 3 c) 4 d) 1
3. a) 2 b) 3 c) 4 d) 1
4. a) 3 b) 4 c) 2 d) 1
5. a) 1 b) 2 c) 4 d) 3
6. a) 3 b) 2 c) 4 d) 1



6-9 Yvonne Hartman

In the end you will realise that being a good person is more important than power!

10-15 Martha Jones

Bright and up for adventures, you're very useful in life threatening situations.

16-20 Sarah Jane Smith

You're a loyal friend, who will always be there for others, even 20 years later!

21-24 Rose Tyler

Brave and bold, you could help the Doctor out of the stickiest situations!

9 771750 351018 16

343

OOD POSSESSION

Use this card to boost any ALIEN's FEAR FACTOR by 4000.

When the Beast entered the bodies of the Ood, he completely controlled their actions and made them kill people.

C — ANNIHILATOR — 068/100

333

CAVE PAINTING

This card forces your opponent to show you one random card in their hand.

The Doctor worked out how the Beast was trapped by looking at the strange drawings on the wall of its cave.

C — ANNIHILATOR — 058/100

341

DISEASE POD

Use this to trap any DISEASED PERSON or CAT NURSE your opponent plays.

Thousands of people infected with every known disease were locked away in pods in the New New York Hospital.

C — ANNIHILATOR — 066/100

069

CAL MACNANNOVICH

ALIEN

INTELLIGENCE	4500	4800
AGILITY	6100	5700
STAMINA	5900	6400
SPECIAL ABILITIES	2900	2600
FEAR FACTOR	1800	1700

This cybernetic hyperstar and his entourage were among the guests on Platform One for the End of the World party.

C — EXTERMINATOR — 69/275

254

SANCTUARY BASE SIX

GUARD 2

HUMAN

INTELLIGENCE	3000	2900
AGILITY	5400	5600
STAMINA	4300	4500
SPECIAL ABILITIES	2400	2200
FEAR FACTOR	3100	2800

One of Jefferson's security guards on the planet lodged on the edge of a black hole, he was one of the Ood's victims.

C — EXTERMINATOR — 254/275

221

KRILLITANE OIL

When you use this card your opponent must put all their KRILLITANE cards to one side for the rest of the game.

The same oil that increased school children's intelligence was toxic to the Krillitanes themselves and would kill them.

C — EXTERMINATOR — 221/275

001

10TH DOCTOR

HERO

INTELLIGENCE	9100	8600
AGILITY	6500	6900
STAMINA	8000	7400
SPECIAL ABILITIES	8800	9000
FEAR FACTOR	4900	4800

The last of the Time Lords, this mysterious man travels through time and space fighting evil wherever it appears.

R — EXTERMINATOR — 1/275

196

REAPER GROUP

MONSTER

INTELLIGENCE	1700	1500
AGILITY	8300	7900
STAMINA	8900	8400
SPECIAL ABILITIES	6800	6300
FEAR FACTOR	9000	8700

The only thing that could protect the Doctor and his friends from the attacking Reapers was the old church they hid in.

C — EXTERMINATOR — 196/275

206

SCHOLAR 3

ALIEN

INTELLIGENCE	7300	7000
AGILITY	4300	4400
STAMINA	1000	900
SPECIAL ABILITIES	3900	2600
FEAR FACTOR	2000	1500

A university scholar who was one of Cassandra's intended victims at the party for the End of the World on Platform One.

C — EXTERMINATOR — 206/275

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IN TIME
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RACNOSS QUIZ

Think you are a Racnoss expert?

Q1. What particles did the Empress need to release her babies?

a) Ham particles
b) Huon particles
c) Human particles

Q2. Where exactly were the Racnoss babies stuck?

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c) In the centre of the Earth

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c) Donna

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b) Thames Barrier
c) Buckingham Palace

Q6. How did the Empress die?

a) She drowned
b) She fell off a cliff
c) She was shot down by a tank

RACNOSS CARDS

Have you found any of these 'Runaway Bride' Annihilator cards yet?

16 RACNOSS

SINISTER SPIDER!

The Empress of a race of ancient spider monsters tunnels to the centre of the Earth to rescue her starving babies, unless the Doctor can stop her...

5 SPIDERY STEPS TO TAKE OVER THE WORLD!

1. Find a human who is bored of everyday life and wants more.
2. Get him to find a trusting person who will become the key to unlocking the Racnoss from their 'prison'.
3. He has to feed her bit-by-bit with Huon particles – maybe in a cup of coffee. This should take around six months.
4. Once she's full to bursting with Huon energy, get your robot slaves to kidnap her and bring her to your secret lair.
5. Activate the particles, purge every last one and wake up your hungry spider children, ready to feast on human flesh.

WEBSTAR

The Empress' ship can shoot bolts of electricity from its points. But it's vulnerable to missiles shot from normal tanks.

KEY PERSON

Even though they are deadly to humans, Lance spends six months filling Donna's coffee with Huon particles. Luckily, after the Empress uses her to wake up her children, Donna is left unaffected by them.

POWERFUL PARTICLES

The Doctor thinks the only remaining remnant of Huon energy is hidden deep inside the TARDIS, but the Empress has been making Huon particles using the river Thames.

RACNOSS ROBOTS

These remote-controlled robots blend in by wearing Santa outfits. Underneath they look like the cold killers they really are!

EYE SEE!

The Racnoss Empress has six eyes in total, so you never quite know which way she is looking!

BITE ME!

A legend from the Dark Times claims the Racnoss Empress' bite is 200 times more poisonous than arsenic.

TOP 10 RACNOSS FACTS

1. The Racnoss come from the Dark Times, billions of years ago.
2. They were hunted to extinction by the fledgling empires.
3. The Empress escaped death and hibernated at the edge of the universe.
4. The Racnoss are born starving.
5. The Racnoss are omnivores – they will eat anything, even whole planets!
6. They need the energy from Huon particles to attack and defend themselves.
7. Records from the Dark Times are unreliable, but Racnoss babies are believed to be up to 70cm wide.
8. The Racnoss Empress was shot down in her Webstar under the orders of Mr Saxon.
9. Racnoss webs are so strong they can easily hold a car.
10. The Racnoss are excellent climbers.